

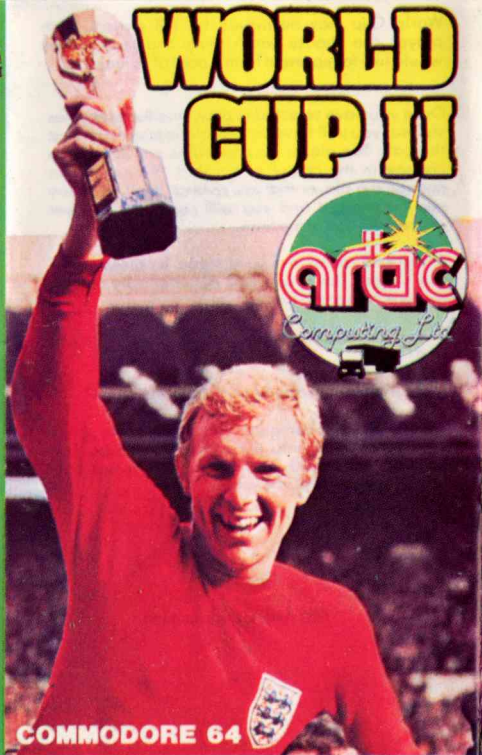
This program is manufactured under licence from Artic Computing Ltd by Tynesoft.

WARNING: All rights reserved. Unauthorised copying, hiring, lending or public performance of this software tape is strictly prohibited.



WORLD CUP II

COMMODORE 64
ACC 122



WORLD CUP II



WORLD CUP II

LOADING THE PROGRAM

1. Set up the computer as described in the Commodore 64 user manual.
2. Insert the cassette in the tape unit. Ensure it is fully rewound.
3. Press the SHIFT key and the RUN/STOP key.
4. Start the cassette recorder.
5. On loading in, the program will auto-run displaying the title page.

Copyright 1985 Artic Computing Ltd.

All rights of the producer, and of the owner, of the work being produced, are reserved.

Unauthorised copying, hiring, lending, public performance and broadcasting of this cassette is prohibited. The publisher assumes no responsibility for errors, nor liability for damage arising from its use.

WARNING: These programs are sold according to Artic Computing Ltd's terms of trade and conditions of sale. Copies of which are available on request.

WORLD CUP II

Today is the final of the World Cup and the atmosphere is electrifying. People are everywhere shouting and cheering. Your team has fought its way through the qualifying rounds beating some of the best teams in the world and now it's your chance to carry away the most famous trophy ever.

You could be playing for Brazil, or West Germany, or England, or ... Maybe you're playing for one of the "outsiders". It's up to you to win the game and take the World Cup. The crowd go wild as you walk out of the tunnel, "it's now or never!" You can either play the Computer or against a friend.

Game controls:

Player 1: Blue shirts
Joystick (Port 1)

Player 2: Yellow shirts
Joystick (Port 2)

Fire Key Pass or Shoot, change player
 controlled, goalie dive

World Cup may be played by 1-8 players, each player can choose which team and country they would like to represent from a pool of 10 teams.

Once you have selected to play, and the game has started, you will have control of the player nearest the ball. The player you control is indicated by a change in the colour of his shirt. If you wish to change the player that you control, the fire button can be pressed and you will control the player nearest the ball at the time.

The goalie can dive to save a goal by pressing the fire button. The goalie will automatically dive in the direction of the ball.

The music may be turned ON/OFF by pressing F3 and F1.

The game may also be PAUSED by pressing F5.

If you leave the computer for a short while it will automatically go into demonstration mode. This can be interrupted by pressing the space bar, returning you to the title screen.

Good Luck!

1985 Artic Computing Ltd